Vol. 1999 No. 1 February 1999

North Dakota Chess Association

Dedicated to Chess and Education

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Arthur Bayley Promotes ND Chess

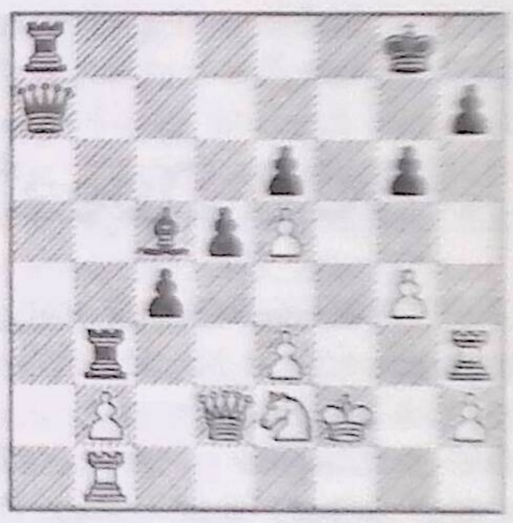
[Brian Thompson] - The membership ranks of the NDCA have been swelling over the course of the last three months, and the increase is mostly due to the efforts of Art Bayley and FM Chess in Fargo.

Art has been the driving force behind scholastic chess in the Fargo/Moorhead area for the last several years. He has established chess teams in several elementary and junior high schools, and organized tournaments for these players. With scholastic chess flourishing, active tournament players were frustrated with the low turnouts at rated events in the area. A prime example was the North Dakota Open (once one of the premier events in North Dakota chess - easily drawing over 30 players from several states), with attendance of less than a dozen players.

In the fall of 1998, low attendance at rated tournaments began to change. FM Chess began sponsoring USCF rated tournaments where they paid half the regular rate of the USCF scholastic membership fee. The entry fee for these one day tournaments was kept low ($5 to $10), and top finishers received trophies and ribbons.

The latest FM Chess sponsored tournament was the Bison Open, held January 16th at the West Fargo High School. There were 42 participants, and 16 of them played in the over 1200 section. Cash prizes were awarded in the upper section, and trophies in the under 1200 group. The following game is from the Bison Open, and features a fine new tournament player in Leslie Johnson. Leslie plays agressively, likes to attack, and he has a pretty good eye for tactics.

1999 Bison Open
January 16, 1999 - round 1
W: Leslie Johnson
B: Brian Thompson
1.d4 d5 2.e3 Nf6 3.c4 e6 4.e5 c6 5.Nf3 Nbd7 6.Nbd2 Be7 7.Nb3? b6 8.cxb6 axb6 9.Be2 c5 10.Bb5 O-O 11.Bd2 c4 12.Ne1 Ba6 13.Bxa6 Rxa6 14.Rb1 b5 15.a3 Qb6 16.O-O Ne4 17.Ne5 Nxe5 18.dxe5 Rc8 19.Ne2 Nxd2 20.Qxd2 b4 21.axb4 Bxb4 22.Qe2 Qe7 23.f4 Bc5 24.Rf3 Rca8 25.Rb3 g6 26.Kf2 Qa7 27.g4 Ra4 28.f5 Rb4 29.Qd2 Rb3 30.fxg6? fxg6



31.Nf4 Rf8 32.Ke2 Rxf4! 33.Rxb7 Rxe3+ 34.Qxe3 Bxe3 35.Rxa7 Bxa7 36.b4 cxb3 e.p. 37.h3 b2! 38.Rb1 Ra4 39.Rb1 Bd4 40.Kd2 Ra1 41.Kc2 Rxb1 White Resigns (0-1)

Chess organizers, take note! Art's tournaments have brought 10 or more new players into rated chess in each of the last three events! Most of these players have returned to future events, resulting in some exciting tournaments!

One side effect to this activity has been the re-emergence of some long dormant chess friends in the area. Is it a coincidence that inactive rated players have been spotted at these events, some after an absence of a year or more? I think not.

Scholastic chess paves the way for the future of rated tournaments. Today's scholastic players are tomorrow's experts and masters. Bringing these

CONTENTS

NDCA Dues 2
Chess Clubs 2
Tournament Schedule 2
Mike's Advice Corner 3
The Rest of the Story 4
Featured Games 5
Tactics Teasers 6
End Game Analysis 6
Contact NDCA Reps 7
Post Mortem 7
Tournament Results 8

Fargo, ND 58103
(701) 239-4985
or abayley@rrnet.com

Or even better, come to the 1999 ND Open on Feb. 20th and speak to him in person!

NDCA Dues

NDCA dues are required of all chess players residing in North Dakota that play in USCF rated tournaments. Annual membership dues are $7 per year, or $5 for ages 18 and under. Please check the membership expiration date on your newsletter mailing label! Don't miss the next issue by letting your NDCA membership expire!

Dues, Chess Club Announcements, Tournament Announcements, game scores, and comments for the April 1999 newsletter should be sent to:

Brian E. Thompson
1257 North 3rd Street
Fargo, ND 58102-2726
or **brianethompson@yahoo.com**

Please remit dues by March 25, 1999 to allow time for processing.

Chess Clubs

The ***ChessNuts Chess Club*** *meets every Friday night at the downtown Moorhead Subway from 8:00 p.m. to midnight. There are no fees or dues of*

Tournament Schedule

1999 ND Open - Feb. 20, 1999 at West Fargo High School, 801 9th Street East, West Fargo. Two sections: Above 1200, and 1200 and under. EF: $10, ND and USCF memberships required. 4 round swiss, G/90. Register at site 8:30am to 9:00am, round 1 to start at 9:30am. Cash prizes. For more information, contact Art Bayley at (701) 239-4985.

Eye Open - Feb. 27-28 in the Alumni Room, Trojan Center, Dakota State University, 8th & Washington, Madison, SD. $1,000 guaranteed prize money.

Open Section: 7 round swiss, 30/60, SD/30. EF: $35 by Feb. 21st, $40 at site. Registration 8-8:45am, rounds Sat. 9-12-3-6, Sun. 9-12-3.

Reserve Section: Saturday ONLY. Ratings under 1200 only. Trophies (engraved chess clocks) to top finishers: 1 per 7 entries. 4 round swiss, G/60. EF: $11 by Feb. 21st, $13 at site. Registration 8-8:45am, rounds 9-11-1-3.

For more information, contact Dr. Jud Bergan at (605) 256-6781 or send entry fees to:

Dr. Jud Bergan
1108 Regency Drive
Madison, SD 57042

March Scholastic - March. 6, 1999 at Centenial School, 4201 25th Street S., Fargo, ND. For grades K-9, paired in 3 age groups. EF: $3, no memberships required. Register at site from 9:00am to 9:45am. Round 1 starts at 10:00 am. Play 2 games, break for lunch, then play 3 more games, with an estimated finish of 3:30pm to 4:00pm. Medals to winners in each age group, ribbons to 2nd and 3rd place finishers. For more information, contact Art Bayley at (701) 239-4985.

1999 ND Scholastic - May 1-2, 1999 at Mandan High School, Mandan. Four sections: High School (grades 10-12), Junior High (grades 7-9), Middle School (grades 4-6), and Primary School (grades 1-3). EF: $5 per player, NDCA membership required of High School and Junior High players. For more information, contact Brian Thompson at (701) 298-0602.

1999 ND Closed - May 21-23, 1999 at the Doublewood Inn, Bismarck.

Friday (May 21): Speed Chess Round Robin Tournament. Registration from 7:00pm to 7:20 pm with the first round beginning at 7:30pm. EF: $1.00 (winner takes all). NDCA membership required.

Saturday (May 22): ND Championship Tournament. Register at the Friday night Speed Tournament, or from 8:00am to 9:00am Saturday. EF: $25.00, with a $5 discount to those staying at the Doublewood Inn (room number required for discount). Juniors (18 and under) and Seniors (55 and over) receive a $5 discount. Six round, Swiss System pairing. Saturday 10am

(G/60M), 1pm (G/90M), 4pm (G/90M), 8pm (G/2H). Sunday: 9am (G/2H), 2pm (G/2H). If all games in a round finish early, the directors will adjust the start times of the following rounds in order to finish each days' events as early as possible. One ½ point bye available for rounds 1 thru 5 (notify director before the start of the first round). USCF and NDCA memberships required. For more information, contact Brian Thompson at (701) 298-0602.

1999 U.S. Summer Open - August 10 to 19, 1999 at The Riverside Hotel and Casino, Laughlin, Nevada. Please see ad on page 9. For more information, contact:

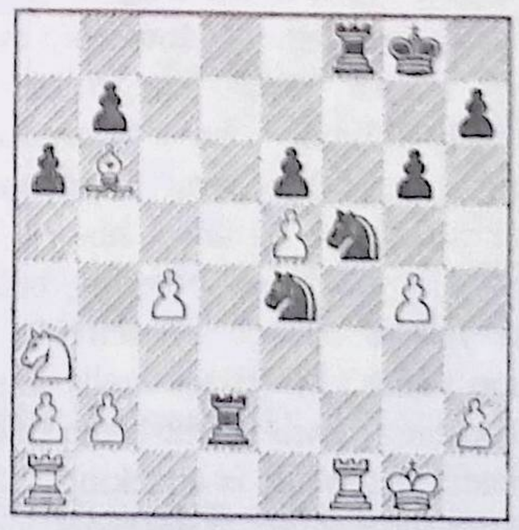
Stan Vaugman
3612 N. Silver Sand Ct.
N. Las Vegas, NV 89030-7688
(702) 657-6121

Mike's Advice Corner

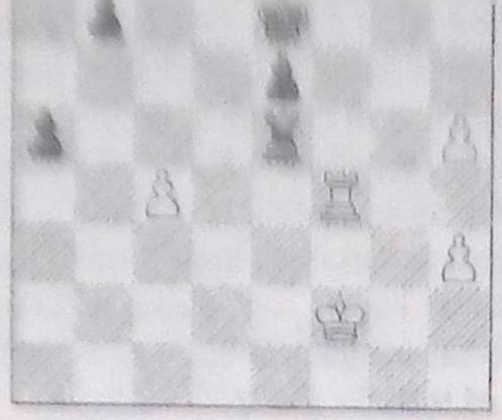
[Mike Sailer] - Whenever a 1300 rated player is able to defeat a near expert, it is always a game I love to analyze. However, when it is my brother, it makes it even more enjoyable. It amazes me to see how well Jon has developed as a player over the past year. To Jon's credit, he has pretty much done it on his own. I know most people assume that I give family members all sorts of great advice and play tons of games with them. The truth is you could probably count the number of chess games Jon and I play against each other every year on one hand. And about the only time and give Jon any chess advice is when he is in the middle of a game on the internet. I can normally give Jon just enough pointers so he loses that particular internet game on time. The following game shows Jon has developed a pretty deep understanding of the game, an understanding you wouldn't expect a 1300 player to possess.

1999 Bison Open
January 16, 1999 - round 1
W: Glen Proechel (1949)
B: Jon Sailer (1388)
1.Ne3 g6 2. 4 Bg7 3.d4 d6 4.f4 Nd7 (I would recommend developing the other knight first in attempt to castle out of the center.) **5.Nf3 e6 6.Bd3 Ne7 7.O-O e5** (Once again, I would urge Black to castle before undertaking these type of moves. After the king is safe, then it will be time to counter-attack White's center.) **8.dxe Nxe5 9.Bb5+ Bd7?**

(The main reason I question the move is Black overlooked the unprotected pawn. Better would have been Nc6.) **10.Qxd6 Bxb5 11.Qxd8+ Rxd8** (If Jon wouldn't have admitted that he unintentionally dropped the pawn, I would say that Black played an interesting sacrifice and has a lot of compensation for the sacrificed pawn. Perhaps a more accurate assessment would be that Jon luckily reached a very attractive position for the mere investment of a pawn. This game has similar characteristics to popular Kings Indian Samich variations in which top GM's play. White will have trouble finding anything productive to do with his queenside majority for many moves to come. White needs to simplify the position as quickly as possible before Black is able to overrun White's position.) **12.Nxb5 O-O 13.e5** (After this nearly forced move, Black's compensation starts to become obvious. White has weakened his central squares and fixed his pawns on the same color as his bishop. Also, White will have a hard time finding a productive plan. Black needs to turn up the pressure and attempt to win back the pawn under favorable circumstances.) **a6 14.Be3 Ne4** (This is a powerful square for the knight. It attacks several sensitive squares in White's camp. It is difficult for White to dislodge this knight from this excellent post without making positional concessions.) **15.Na3 f6** (Although Black needs to make this move at some point in the future, there are just too many other good moves at Black's disposal. A pretty good rule of thumb is to avoid any weakening pawn moves when you still have productive piece moves to make. When you have run out of productive moves, then and only then is it time to consider other alternatives.) **16.c4** (I believe it would be best for White to just play exf6 and give Black a weak pawn on an open file.) **fxe5 17.Nxe5 Bxe5** (I am not crazy about Black giving up this dark-squared bishop this easily. However, after 15. ... f6, Black has forced himself to play the text.) **18.fxe5 Nf5** (Another fine outpost for a black knight.) **19.Bb6 Rd2** (This will be a powerful piece in the upcoming middlegame. White needs to trade this rook at all cost. Now is the time for White to give back some material before the position becomes too critical.) **20.g4?**



(Up to this point, White has done a pretty good job of holding the pawn and fighting Black's active pieces. However, this pawn move accomplishes very little and critically weakens all of the squares around White's king. Despite the queens already being traded, Black now has a



(This move leads to a lost pawn endgame.) **Rf5** (An excellent move by Jon. It would have been real easy to play Rxh5 first. This would have allowed White excellent drawing chances.) **37.Rxf5 exf 38.h4 a4 39.h6 Kf7 40.h5 a3 41.h7 Kg7 42.h6+ Kxh7 (0-1)**

The Rest of the Story

"A Blast (A Really Big Blast!) From the Past"

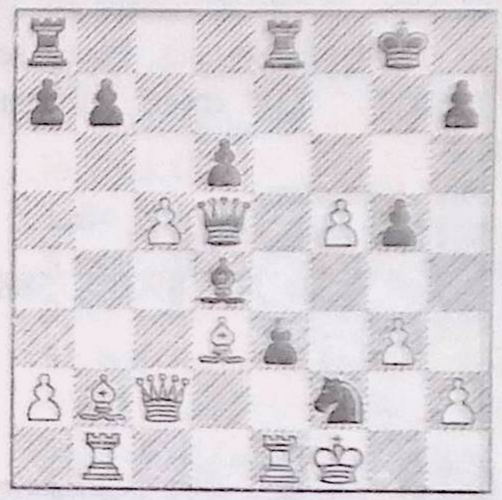
[John Leitel] - Ah, yes, nothing that's more fun than to sit down with the old scorebooks and play over some games that you maybe haven't seen in many a year. Let's see what we have here. . .

Hey, here's that queen sacrifice against Rick Case. Gee, that was a long time ago. Wonder if he still remembers that? And here's a loss to Ron Schauer. Yuk! What a fiasco. And he had the temerity to annotate it for the newsletter! Here's a snappy draw with Lamoyne Splichal. And he put that one in the Dickinson paper when he used to have a column out there. Ah, me!

Some old postal games in the pile too, I see. Here's one I bet I haven't looked at since the day it was completed. Yeah, let's play that one over. My opponent, by the way, was a strong veteran out of Brooklyn, New York.

B. Maxwell J. Lawrence

1.e4 g6 2.d4 Bg7 3.c4 d6 4.f3 Nf6 5.f4 O-O 6.Nf3 c5 7.d5 e6 8.Be2 ed 9.cd Re8 10.Qc2? Nxe4 11.Nxe4 Bf5 12.Nfd2 Qe7 13.Bd3 Bxe4 14.Nxe4 f5 15.O-O fe 16.Re1 Bd4+ 17.Kh1 e3 18.f5 g5 19.Rb1 Nd7 20.b4 Nf6 21.Bb2 Qe5 22.be Ng4 23.g3 Qxd5+ 24.Kg1 Nf2?? 25.Kf1??



(Take a look-see here and tell me if you spot something that would have been just a tad bit better!) **25...e2+ White Resigns (0-1)**

Come on, now, I said to myself, as I replayed this game recently for the first time in umpteen years. Did I <u>really</u> miss **25.Be4**, pinning my opponent's queen? It just never occurred to me?? And this happened in a <u>postal</u> game??? All these years I've always thought Max really deserved that win. You mean maybe he <u>didn't</u>?

I looked the score over again and again. It appeared to be correct. I even wrote Max, still going strong at close to 80, to see if he could shed any light on what had happened. "Yep," he said. "I don't remember much about it, but the score seems to be correct. I guess you just missed it. And I guess I did too."

Apparently I was so cowed by my opponent's attack that it never dawned on me there might be a very simple refutation. He wouldn't have had anything going wrong **25.Be4**, for **25...Nh3+ 26.Kf1 e2+** leads nowhere

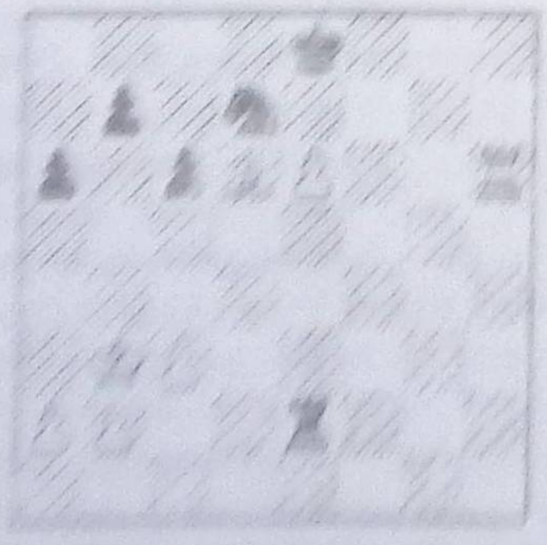
with the queen pinned. (**27.Rxe2**, and it's all over.)

The moral of all this? Throw out those old game scores! Even after 20 years they can come back to haunt you.

Actually, there is a pretty serious moral here. It never hurts to take a second look before resigning or before shrugging your shoulders in a difficult position and playing a move that you think won't work. Look again! There just might be something that's at least worth a try. (And maybe something that'll even turn the tables!) Sure wish I'd taken my own advice --blast it!-- and looked again on that day long past.

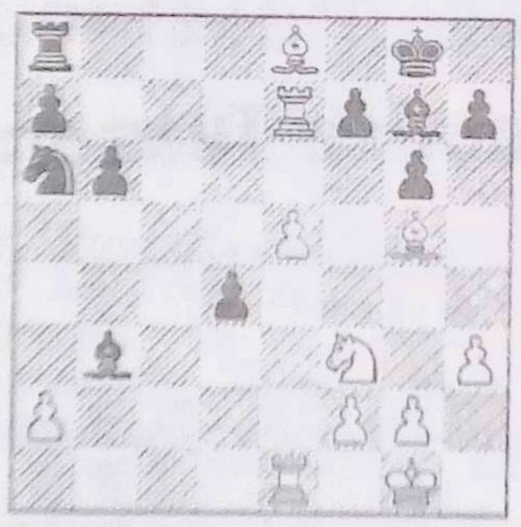
Featured Games

1996 Star Wars Open
October 26, 1996 - Round 2
W: Brian Thompson
B: Jonathon Dueblin
1.d4 d5 2.Nf3 Nf6 3.Bf4 Bf5 4.e3 e6 5.Nbd2 Bd6 6.Ne5 b6 7.h3 Be4 8.Ndf3 Nbd7 9.c3 Bxf3 10.Qxf3 Bxe5 11.dxe5 Ne4 12.Bd3 Ndc5 13.Be2 Ng5 14.Qe2 a6 15.b4 Nh7 16.Qg4 g6 17.Bxh6 Qe7 18.O-O-O O-O-O 19.e4 dxe4 20.Bxe4 Nxe4 21.Qxe4 Qe5 22. Be3 Qa5 23.Kb1 Kb8 24.Rd4 Rd5 25.Ra4 Qb5 26.f4 Qd3+ 27.Qxd3 Rxd3 28.Re4 Rhd8 29.Ke2 R3d7 30.Rd4 Rxd4 31.Bxd4 Nf8 32.h5 gxh5 33.Rxh5 c6 34.Rh8 Kc7 35.Be5 Nd7 36.Bd6+ Kc8 37.Rh7 Rg8 38.Kb3 f6 39.Re7 fxe5 40.fxe5 Kd8 41.Rxc6 Rxg2 42.Rh6 Re2 43.e6 Ke8



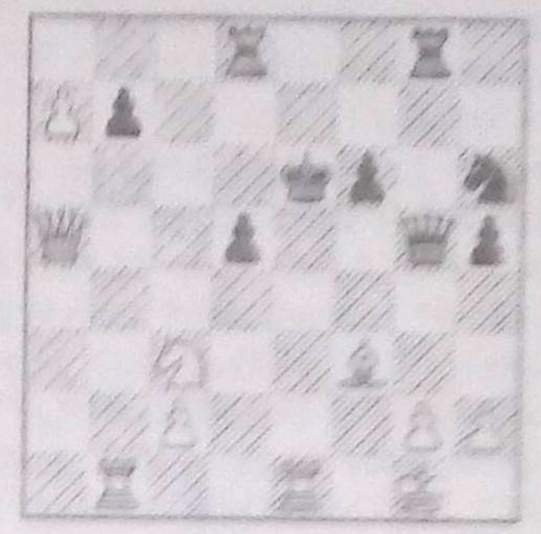
44.exd7+?? (missing the simple 44.Rh8+ Nf8 45.Rxf8++) **Kxd7 45.Bc5 Re8 46.Rh7+ Kc8 47.Re7 Rxe7 48.Bxe7 Kd7 49.Bh4 Ke7 50.a4 a5 51.Ke4 b6 52.b4 axb4 53.Kxb4 Kb7 54.e4 Ka6 55.Bf2 Kb7 56.Bxb6 Kxb6 57.a5+ Ka6 58.Kc5 Kb7 59.a6+ Kxa6 60.Kxc6 Ka7 61.e5 Kb8 62.Kd7 Black Resigns (1-0).**

1996 ND State Postal Championships
W: John Allensworth
B: Michael Hjelseth
1.d4 Nf6 2.e4 g6 3.Nc3 d5 4.Nf3 Bg7 5.Qb3 c6 6.cxd5 Nxd5 7.Bg5 Nxc3 8.bxc3 O-O 9.e4 Qc7 10.h3 e6 11.Bd3 Nd7 12.O-O e5 13.Rfe1 exd4 14.cxd4 b6 15.Rac1 Nb8 16.e5 Re8 17.Bc4 Be6 18.d5 cxd5 19.Bb5 d4 20.Rxc7 Bxb3 21.Bxe8 Na6 22.Re7



Black Resigns (1-0).

1996 ND State Postal Championships
W: Brent Askvig
B: Chris Mulligan
1.Nf3 g6 2.d4 Bg7 3.e4 d6 4.Be2 Bg4 5.O-O Nd7 6.Ne3 e6 7.Be3 Bxf3 8.Bxf3 e5 9.dxe5 Nxe5 10.Be2 g5 11.Qd2 h6 12.f4 gxf4 13.Rxf4 Qe7 14.Raf1 f6 15.Rd1 Bf8 16.a4 a6 17.a5 h5 18.Rf5 Qf7 19.b4 O-O-O 20.Rb1 Bh6 21.Rff1 d5 22.exd5 cxd5 23.Bxh4 Nxh6 24.b5 Ne4 25.Qd4 Rhg8 26.bxa6 Nxa5 27.a7 Kd7 28.Qa4+ Ke6 29.Qxa5 Qg6 30.Bf3 Qg5 31.Bfe1+



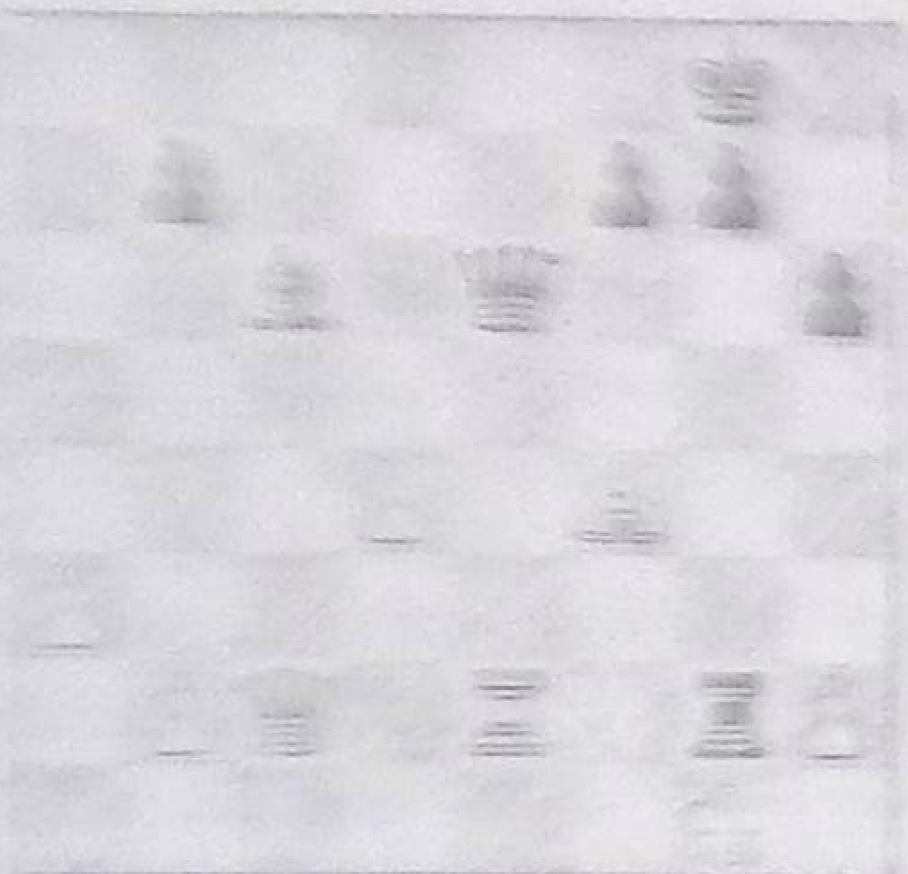
Black Resigns (1-0).

1996 ND State Postal Championships
W: Cliff Berger
B: Rick Case
1.d4 Nf6 2.e4 e5 3.d5 e6 4.Nc3 exd5 5.cxd5 d6 6.e4 g6 7.f4 Bg7 8.e5 Nfd7 9.Nb5 dxe5 10.d6 Na6 11.Nf3 O-O 12.Be2 exf4 13.Bxf4 Bxb2 14.O-O Bxa1 15.Qxa1 Qf6 16.Qc1 Nb6 17.Ne1 Re8 18.Bh6 Qe6 19.Nf3 f6 20.Qa1 Bd7 21.a4 Bc6 22. A5 Nd5 23.Bc4 Bxb5 24.Bxb5 Qxd6 25.Be4 Nc7 26.Ng5 Re5 27.Nh3 b5 28.axb6 ep axb6 29.Bxd5+ Qxd5 30.Qb1 Qd4+ 31.Kh1 Nd5

White Resigns (0-1).

1996 ND State Postal Championships
W: Todd Wolf
B: Michael Hjelseth
1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Bf5 5.Ng3 Bg6 6.Nf3 h6 7.Be4 e6 8.Ne5 Bh7 9.Qf3 Nf6 10.c3 Nbd7 11.Bf4 Nxe5 12.Bxe5 Bg6 13.Bf3 Bd6 14.O-O O-O 15.Bd2 Bxg3 16.fxg3 Ne4 17.Be3 Qd7 18.Rad1 h5 19.Bd3 f5 20.Qe2 Black Resigns (1-0).

[illegible] Nxd6 5.Be2 [illegible] 6.Nd5 e5 7.O-O Be7 8.Re1 Qc7 9.Nc3 O-O 10.Nb5 Qb8 11.[illegible] 12.dxe5 exd5 13.exf6 Bxf6 14.Bxa [illegible] Rd8 15.Qe2 Bd7 16.Bxe [illegible] 17.[illegible] 18.Be3 Re8 19.a3 Re6 20.Nd4 Bxd4 21.exd4 Rd8 22.Red1 Rd5?! 23.Qd2 Qd8 24.Re5 Rg6 25.Rxd5 Qxd5 26.f3 Qxf3! 27.Re2 Qg4 28.Qe2 Qe6 29.Bf4 Rxg2+

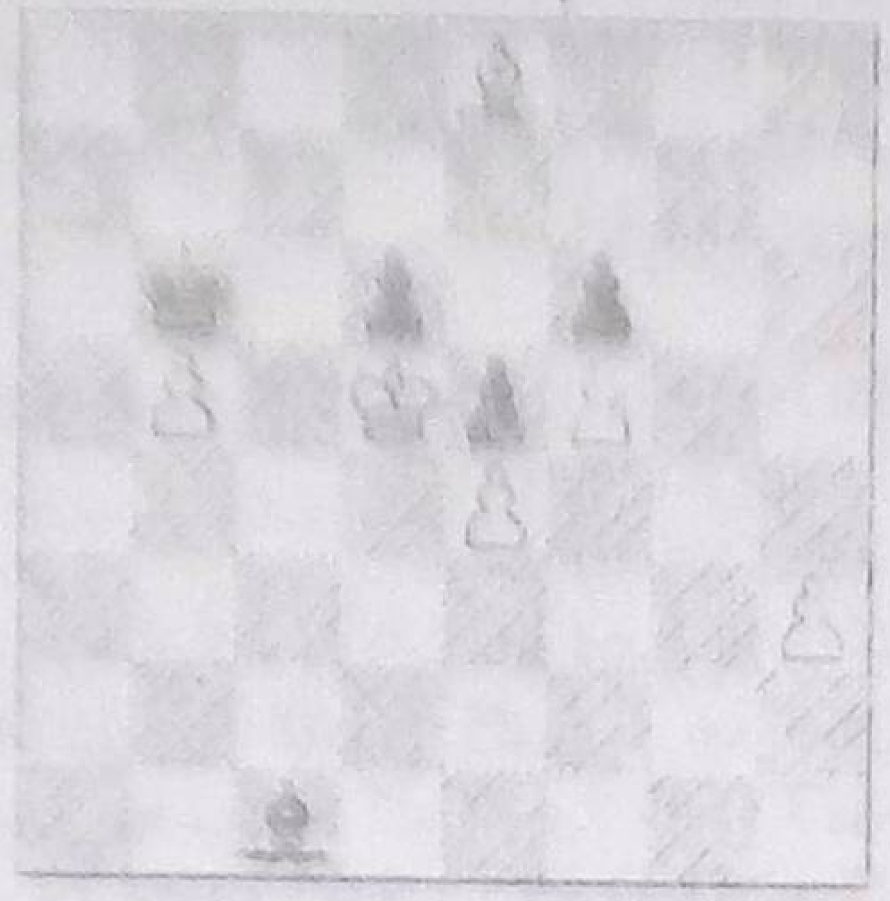


30.Kxf2!! (Not 30.Rxg2 Qe1++) Kxe2 31.Qxe2 Qd5 32.Qf2 Qb1+ 33.Ke2 Bf5+ 34.Ke3 Qc5 35.Qc2 Qe6+ 36.Kf2 Be6 37.Qd3 Qd5 38.Ke1 Qb1+ 39.Kd2 Qg2+ 40.Ke3 Qd5 41.Qc3 Bf5 42.Kd2 Qe4+ 43.Kd2 Qe6 44.Qf2 Qe4 45.Qe3 Qa2 46.Qe3 Qb1? 47.Qe8+ Kh7 48.Qe2+ Qxe2+ 49.Kxe2 g6 50.Ke3 Be6 51.Ke4 Kg7 52.d5 Black's Time Expired (1-0)

1999 Bison Open
January 16, 1999 - round 4
W: Brian Thompson (1740)
B: John Kasper (1825)

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 [illegible] 6.Be2 Be7 7.Be3 Nc6 8.Qd2 [illegible] 9.O-O-O Qa5 10.Bg5 Bd7 11.Bxf6 gxf6 12.f4 O-O-O 13.Kb1 [illegible] 14.f5 [illegible] 15.Qxd4 [illegible] 16.g4 hxg4 17.Bxg4 [illegible] 18.h4 e5 19.Qd3 Be6 20.[illegible] 21.Nd5 Bxd5 22.Qxd5 [illegible] 23.[illegible] 24.Rd3 Rd7 25.Re3 Qb6 26.Rb3 Qc7 27.Be2 Kd7 28.Rd3 [illegible] 29.Rd3 Qd7 30.Rxe8 Qxe8 31.Rc3 Qd8 32.Bg4 Qg5 33.Qd1 Kb8

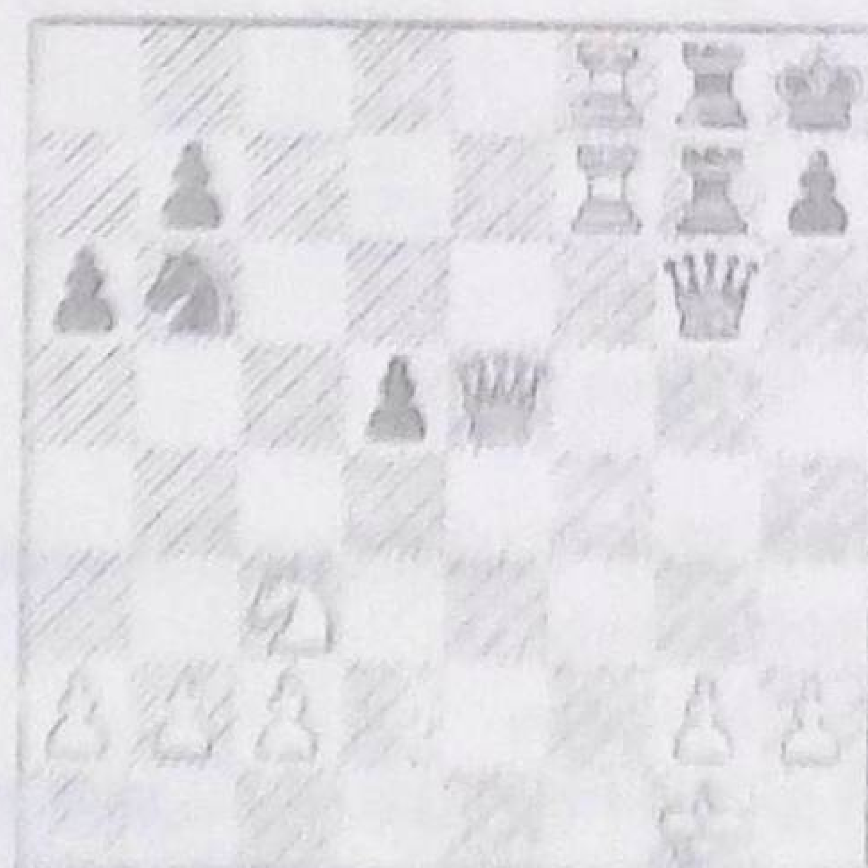
Ke7 49.Bxf7 Kb6 50.Be8 Be1



51.h4 Bf4 52.Kxd6 Bg3 53.h5 Bf4 54.Ke6 Bg5 55.Kf7 Black Resigns (1-0)

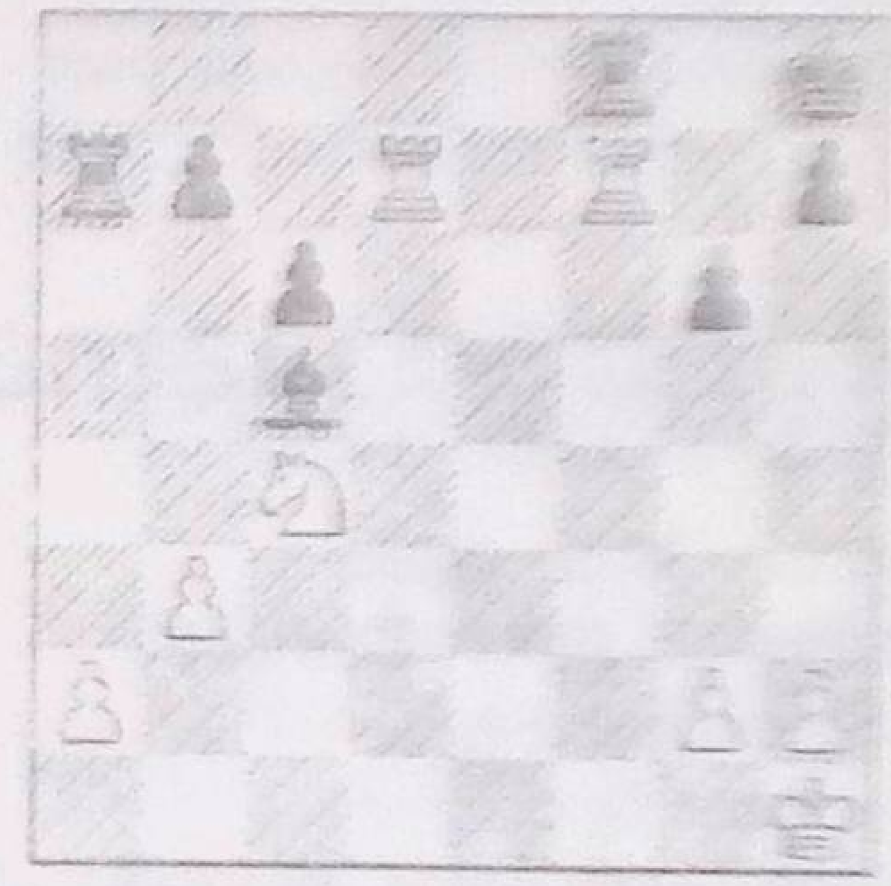
Tactics Teasers

In the following positions, can you find the best move?



A) White to play, and mate in 2

B) White to play, and mate in 2



C) White to play, and mate in 2

Answers to Tactics Teasers

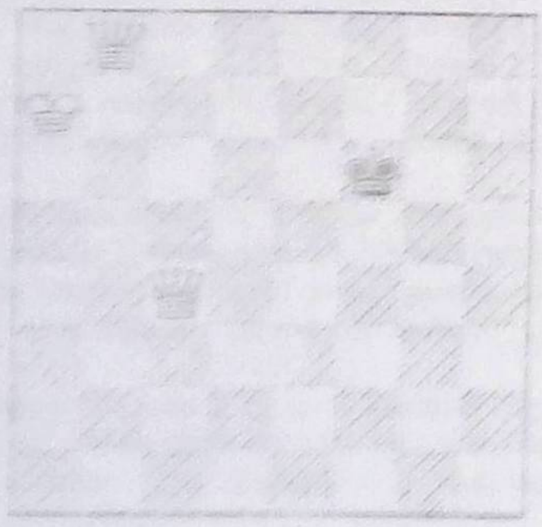
A) 1.Rxg8+ Kxg8 2.Qe8++
B) 1.Re8+ Rxe8 2.Rxe8++
C) 1.Rxh7+ Kg8 2.Rdg7++

End Game Analysis

[Brian Thompson] - The most effective way to study end-games is to set up a board position and find best lines of play for both sides, preferably with a friend who doesn't mind alternating sides and playing the same basic position repetitively. My introduction to this ritual was at the old Starry Knights Chess Club, held at Cam Starr's house when he lived in Fargo. Many nights he and I would be the last two players left in the house, and one of us would say something like: "Well, you won that one

No, with correct play, I could have held it to a draw. That's all it would have been. In the set, several hours we would pour over the position, looking for hidden resources, each of us trying to unearth the latest "best" line for both sides. It didn't really matter whether White or Black ended up winning. What mattered was finding the *truth* about the position. With *best* play by both sides, what should the outcome be?

One night, we played a game that ended up putting Black's lone king against White's king, queen and a pawn on the seventh rank. White thought about the position a bit, and then promoted the pawn. Amused, Black commented that White must be somewhat insecure to think he might need that much power to effect a checkmate. White replied that it would require fewer moves to force mate with two queens rather than use only the one. That's about all it took to launch us into the following study. Here's the position:



With White to move it's mate in three. For instance, **1.Qbg8 Ke5 2.Qg7 Kd6 3.Qfe7++.** Black has other choices, but the mating pattern using the queens is the same. (Try it for yourself.)

After playing over the position a few times, we decided to see if White had a forced mate in three regardless of where the material was placed. Eventually, we constructed a position where White could only force mate in four moves. I challenge interested readers to construct a similar position. Find a position using the above material where, with White to move, the fastest line leading to checkmate takes more than three moves. From all correct answers submitted, I will draw one solution at random. The author of that solution will receive a copy of Pandolfini's Endgame Course, with my compliments.

Some of you may be asking to what useful purpose this exercise has ever been applied. Good question. I have played several games where my clock has been embarrassingly short of time, and I have been able to promote a second queen. Knowing how the two queens work together to hunt down a hostile king has saved these games more often than not, even when the enemy king wasn't alone. It's the patterns you learn through this type of study that allow you to bring new ideas into your own games.

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Post Mortem

[Brian Thompson] - My apologies to anyone who attempted to access the NDCA homepage using the address listed on the banner of the last issue of this newsletter. As you no doubt discovered, the listed address was not for our web site. The corrected address appears on the banner of this issue.

Tournament Results

OCT.

FALL OPEN - November 24, 1998

Name	PreRate	PstRate	1	2	3	4	5	TOTAL
1 JORGENSON, JOHN.....	1715*	1731*	W--26	W---7	W---6	W---3	U----	4.0
2 ROSENBERGER, JIM.....	1512*	1537*	W--25	W---5	W--11	W---8	U----	4.0
3 SIGN, W. RUSS.....	1630*	1628*	W--19	W--20	W--16	L---1	U----	3.0
4 SAILER, JON.....	1308*	1388*	W--22	L---8	W--15	W--11	U----	3.0
5 SEMRADT, ERIC.....	1279*	1296*	W--18	L---2	W--12	W--17	U----	3.0
6 KLETKE, LILLIE.....	1371*	1309*	W--18	W---9	L---1	W--16	U----	3.0
7 THOMPSON, DAVID.....	1181*	1219*	W--27	L---1	W--13	W--10	U----	3.0
8 GREENLAND, RICHARD....	0	1488/04	W--12	W---4	W--19	L---2	U----	3.0
9 ERDMANN, CASEY.....	0	1182/04	W--21	L---6	W--20	D--18	U----	2.5
10 BAILEY, ARTHUR.....	1404*	1400*	W--23	L--16	W--18	L---7	U----	2.0
11 MEAD, NATHAN.....	1015/04	1106/08	W--21	W--17	L---2	L---4	U----	2.0
12 STURSON, ADAM.....	0	1123/04	L---8	W--22	L---5	W--23	U----	2.0
13 KRUSAMER, JOSH.....	0	1133/04	L--16	W--23	L---7	W--19	U----	2.0
14 RIAN, LEE	0	1036/04	L--20	L--19	W--24	W--26	U----	2.0
15 PETTRSC GEORGE.....	0	1099/04	L---5	W--24	L---4	W--25	U----	2.0
16 SRELNLAND, DAVID.....	0	1350/04	W--13	W--10	L---3	L---6	U----	2.0
17 JOHNSON, LESLIE.....	0	1041/04	W--24	L--11	W--26	L---5	U----	2.0
18 PETERSON, ZACH.....	0	1104/04	L---6	W--25	L--10	D---9	U----	1.5
19 BROSHEARS, JOEL.....	1198/14	1182/18	L---3	W--14	L---8	L--13	U----	1.0
20 CONNELL, GEORGE.....	1186/11	1184/14	W--14	L---3	L---9	U----	U----	1.0
21 BROTON, JAMES.....	0	804/04	L--11	L---9	W--22	L--24	U----	1.0
22 GORDON, LANPHER.....	0	826/04	L---4	L--12	L--21	W--23	U----	1.0
23 LAVELLE, PETER.....	0	782/05	L--10	L--13	L--12	L--22	W--27	1.0
24 LAVELLE, JACOB.....	0	835/04	L--17	L--15	L--14	W--21	U----	1.0
25 BRAUNIG, TOM.....	0	890/04	L---2	L--18	W--27	L--15	U----	1.0
26 GREENLAND, JONATHAN...	0	933/04	L---1	W--27	L--17	L--14	U----	1.0
27 PETERSON, ELLEN.....	0	582/04	L---7	L--26	L--25	U----	L--23	0.0

1999 U.S. SUMMER OPEN

The Place To Be!

August 10-19, 1999

NSCA

Cordially invites you to participate in the
1999 U.S. SUMMER OPEN

Chess Championship

Prize Fund $21,000

10 Round Swiss

(Based on 210 entries)

21 PLACES PAID!!!

$5,600	$2,800	$2,800
$2,400	$2,400	$1,400
$ 700	$ 700	$ 700
$ 700	$ 350	$ 350
$ 350	$ 350	$ 350
$ 175	$ 175	$ 175
$ 175	$ 175	$ 175

ROUNDS

Tues.,	August 10	12 noon	Round 1
Wed.,	August 11	10 a.m.	Round 2
Thurs.,	August 12	10 a.m.	Round 3
Fri.,	August 13	10 a.m.	Round 4
Sat.,	August 14	10 a.m.	Round 5
Sun.,	August 15	10 a.m.	Round 6
Mon.,	August 16	10 a.m.	Round 7
Tues.,	August 17	10 a.m.	Round 8
Wed.,	August 18	10 a.m.	Round 9
Thurs.,	August 19	10 a.m.	Round 10

Time Control 20 moves per hour. **American Chess Association** *membership required.* (See special offer under entry fee) - *A.C.A. rated.*

ENTRY FEE

ALL ENTRIES POSTMARKED BY JULY 31, 1999 *ALSO RECEIVE A TOURNAMENT STANDARD CHESS CLOCK (RETAIL LIST $60) + ASK* A.C.A. LIFETIME MEMBERSHIP ! ! !

$ 99 IF POSTMARKED BY MAY 31, 1999
$ 109 IF POSTMARKED BY JUNE 31, 1999
$ 119 IF POSTMARKED BY JULY 31, 1999

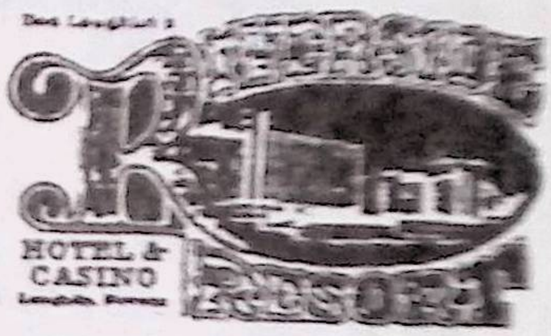
LATE REGISTRATION 8:30am - 10:00am Tuesday, August 10, 1999.
There will be an additional $10 fee for late registration on August 10, 1999.
(Late registration may have to take a ½ point bye in round 1.)

THE RIVERSIDE HOTEL & CASINO
1650 CASINO DRIVE, LAUGHLIN, NV 89029

Room Rates are $20.00 (Sun - Thurs.) & $49.00 (Friday and Saturday) plus tax. Room rates will be good Tues., August 10 through Thurs., August 19.

THIS IS THE BIG ONE ! ! !
AUGUST 10-19, 1999
AT THE RIVERSIDE HOTEL & CASINO
LAUGHLIN, NEVADA

It's time to make your move.



LAUGHLIN

Really neat things to do in the area include boat trips on the Colorado River to Lake Havasu to the London Bridge, trips to Oatman, AZ., an authentic and picturesque Western mining town with burros roaming the streets and lots of neat little stores (Bogart and Bacall honeymooned here), outlet mall shopping, tours of the Davis Dam, and of course, gambling at some of the 15 or so casinos. Most of the major casinos have put big bucks into their new Laughlin properties. It's fun just to walk around and look at them!

Access to the hotel is by air to Bullhead City via Phoenix on American West Airlines. An alternate choice is to fly into Las Vegas and take a regularly scheduled ground shuttle ($64 RT - 3½ hrs.) to the hotel from the Las Vegas airport. There may be some deeply discounted airfares into Las Vegas available from ticket consolidators. The LV shuttle is Tri-State and they are offering members a discount (1-800-801-8687, call Tim or Leo for schedules and reservations.)

NAME _____ PHONE ( ) _____

ADDRESS _____ CITY/STATE/ZIP _____

I will arrive _____ and depart _____ Number of Rooms _____ [ ] King-size bed [ ] 2 Double beds

Your hotel reservations will be made by the NSCA committee. Please do not contact the hotel. **Please include a check payable to: The Riverside Hotel** or a credit card number for the first night's hotel room.

Check enclosed: [ ] $20 [ ] $49 MasterCard / Visa (circle one) # _____ exp. date _____

Check-in time is 2:00pm, check-out time is 11:00am. There will be _____ people in my party. Please provide the following name badges: (please print)

NAME _____ NAME _____

NAME _____ NAME _____

Dear NSCA Committee, I'll be there! I have enclosed: Registration fee _____ @ $ 99 $ _____
Registration fee _____ @ $109 $ _____
Registration fee _____ @ $119 $ _____
TOTAL $ _____

Make checks payable to : NSCA

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